RAD RACER™*

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo Entertainment System® Rad Racer™* Pak

OBJECT OF THE GAME/GAME DESCRIPTION

As the last traces of color leave the sky you're hanging out by your new wheels, anxious for the race to start. Transamerica – from the West Coast to the East Coast. Okay. It's time. You jump into the driver's seat, feeling the awesome power beneath you. Stepping through the gears, the cars around you fade into tiny specks in the rear view mirror.

Look out! You're on top of a hairpin curve. Whoa. The tires screech and your heart hits your rib cage, but you make it, laughing. There's only a few more of these 'till you reach the plains.

Then it happens. Another curve hits you in the face. It's too fast. You struggle for the shoulder, but the next thing you know you're catapulting through the air – almost weightless – until your body tears up against the seat belt. Then. All is still.

Not a scratch on you. And the protective ceramic overcoating on your car did the trick – no major damage. You let out a scream, turn the car around, and hit it. There's still time. But you've got to be cool. Alert. You're headed straight for the coast and those glorious checkered flags. Defying the odds again.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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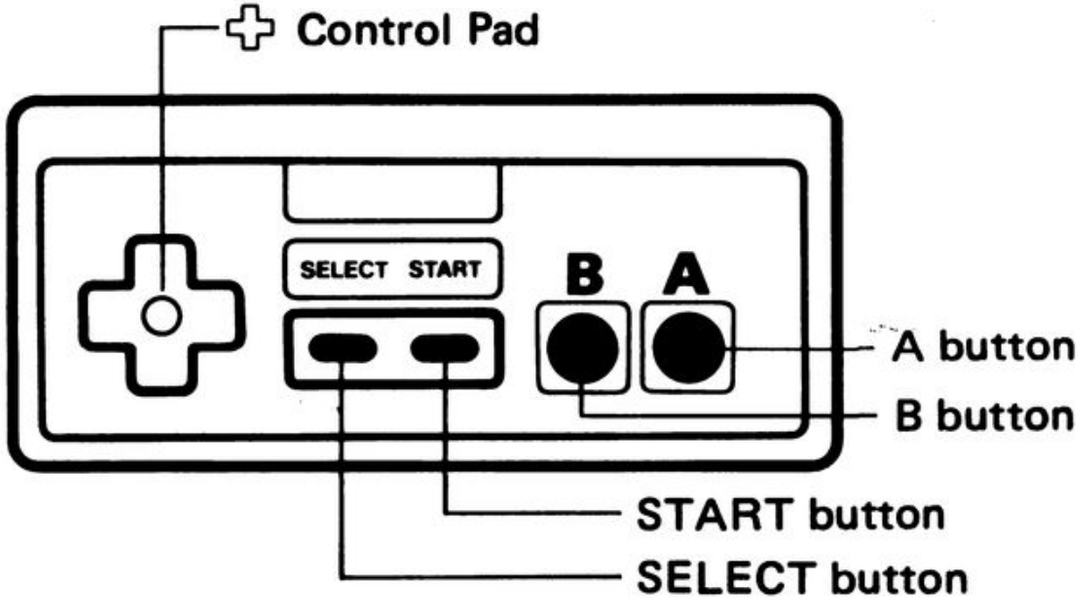
*©1987 Square

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1



Controller 1 — Used for all games
Controller 2 — Not used

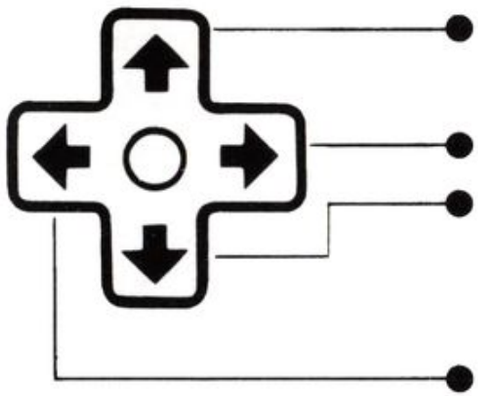
A button: Accelerate

This button increases the speed of your car.

B button: Brake

This button decreases the speed of your car.

Control Pad



- Used to cut in the turbo. When you exceed 100 km/h and press this, the car will accelerate beyond its normal speed.
- Used to control your car.
- Used for background music selection. Four different variations can be selected: one of three melodies, or no melody. It can also be changed mid-game.
- Used to control your car.

SELECT button

At start of game ... This button is used to select the type of car (328 Twin Turbo or F1 Machine).

In mid-game ... This button is used to change the screen mode.

* The screen is normally in the regular play mode, but when you use the red/blue 3-D glasses provided and press this button, it changes to the red/blue 3-D play mode. Pressing the button again changes it back to the regular play mode.

START button

This button is used to start a game. You can continue your last game by pressing the START button while pressing the A button.

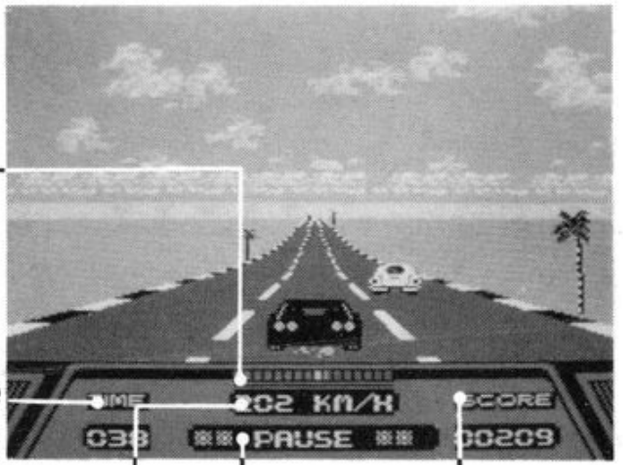
Pause:
If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

3. HOW TO PLAY

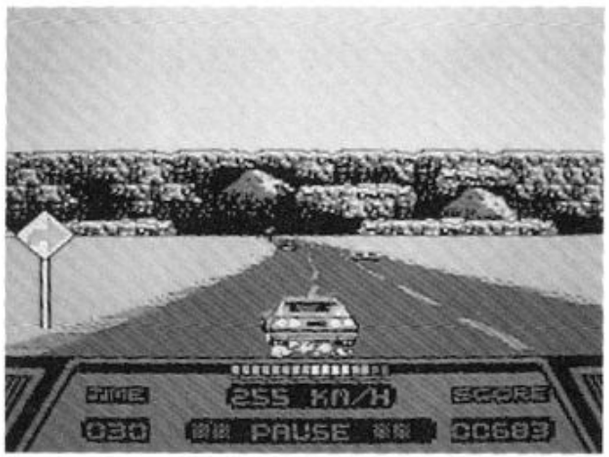
Winning Strategies

- Familiarize yourself with each road course.
- Never forget the limits of your car.
- Don't fail to notice the "Curve" signs.
- Competitors can become allies, depending on your technique.
- Be prepared for any kind of accident.

Screen Layout

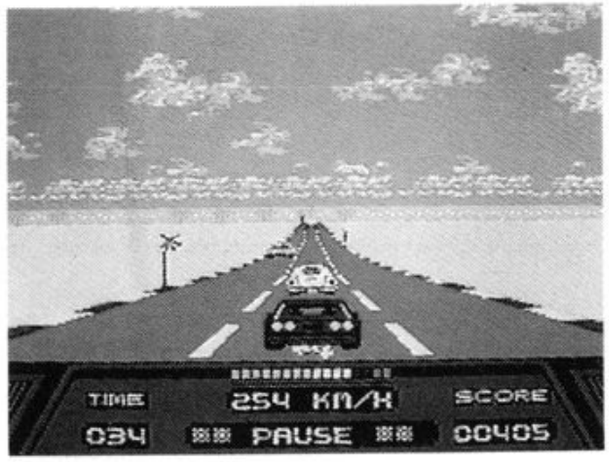


Techniques



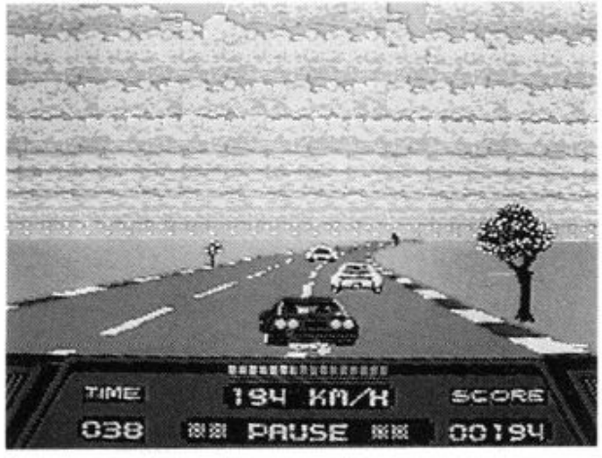
- **Turbo**

When the speedometer tops 100 km/h, the powerful turbo increases acceleration.



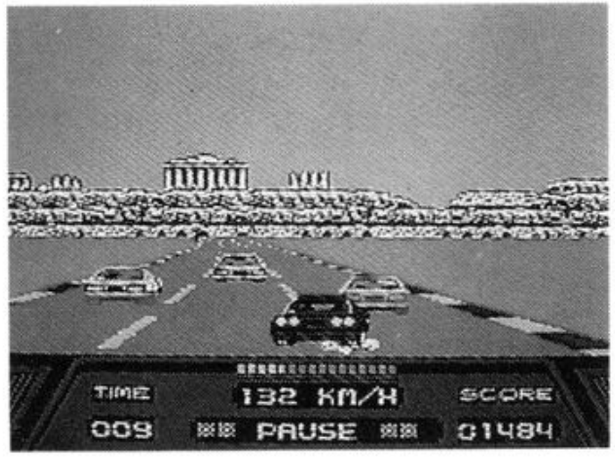
- **Slipstream**

This is an effective way to protect your car from being attacked by a competitor by aligning it exactly behind his car.



- **Out/In/Out**

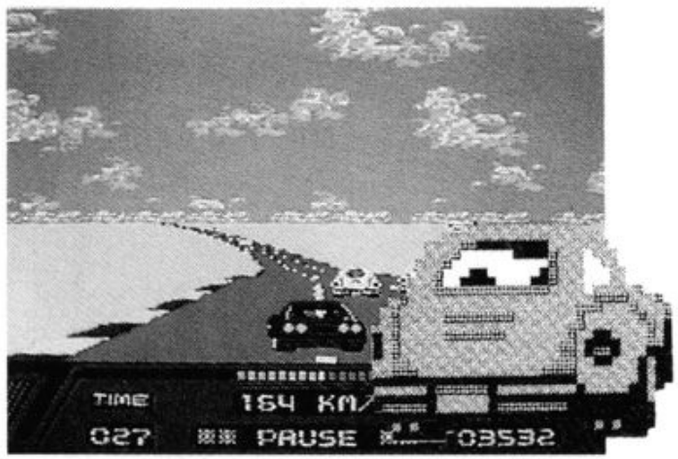
This technique lets you take corners at faster speeds by driving first on the outer edge, then cutting in straight across the inner edge, and finally returning to the outer edge.



- **Touch and Turn**

With this highly advanced technique, you hit a competitor's car, get flipped and thrown in the air, and use this to your advantage.

Stages and Characters

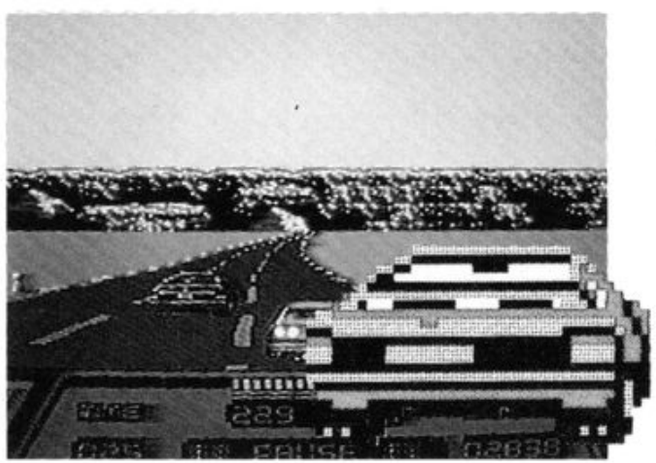


Stage 1

- You drive from midday to twilight to dawn, under a vividly changing sky.
- A VW bug enters the course.

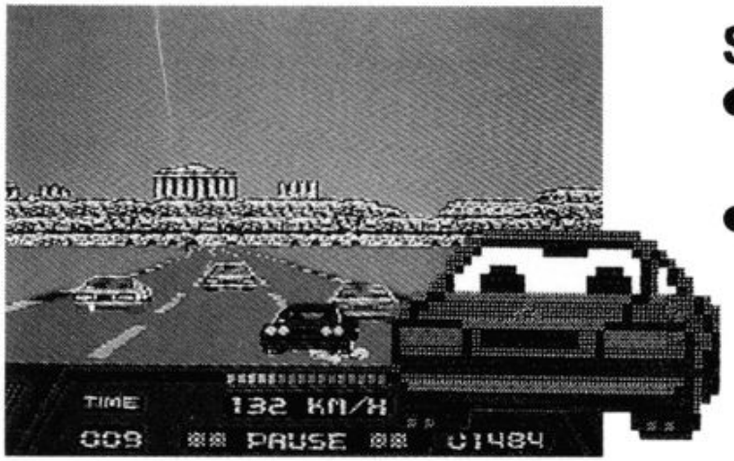
Stage 2

- This is a night drive towards the night skyline of San Francisco.
- A Corvette enters the course.



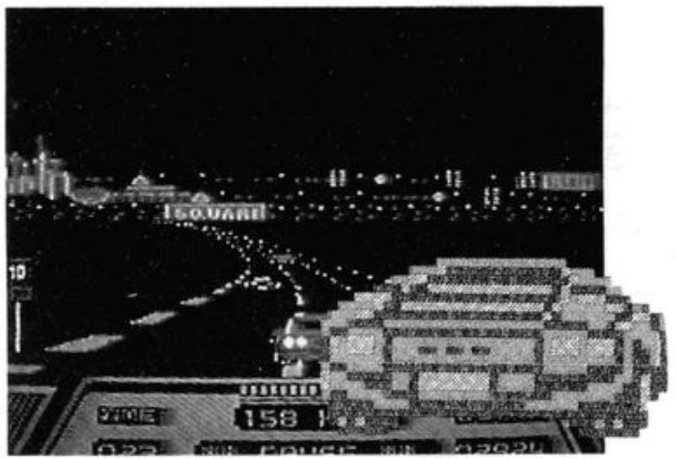
Stage 3

- You maneuver through a stretch of majestic, rocky mountains.
- A Citroën enters the course.



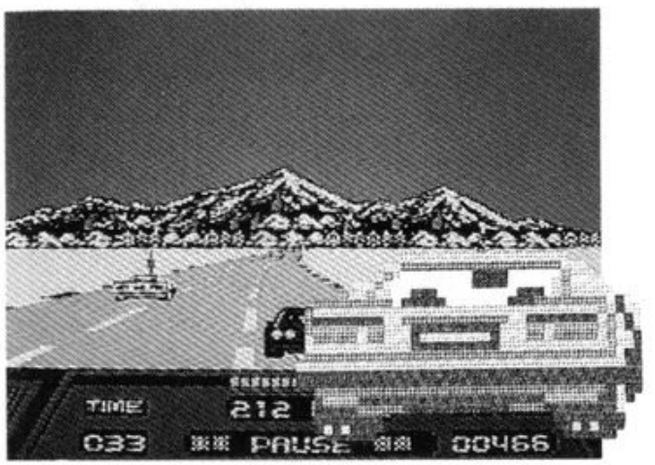
Stage 4

- The course is space-warped to Athens, with its famous white temples.
- A Mercedes Benz enters the course.



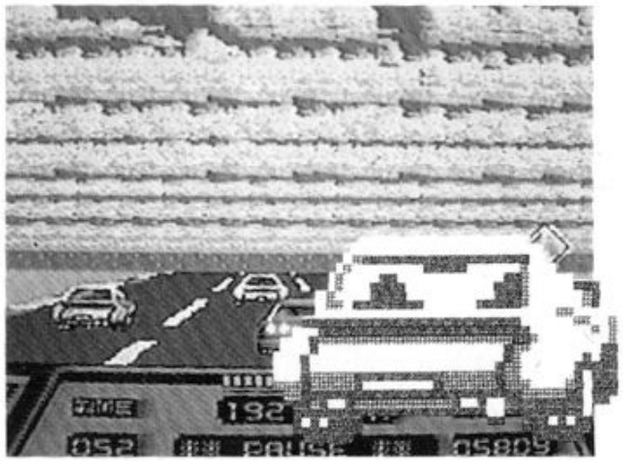
Stage 5

- You race under a night sky towards sky-scrapers.
- A Lamborghini enters the course.



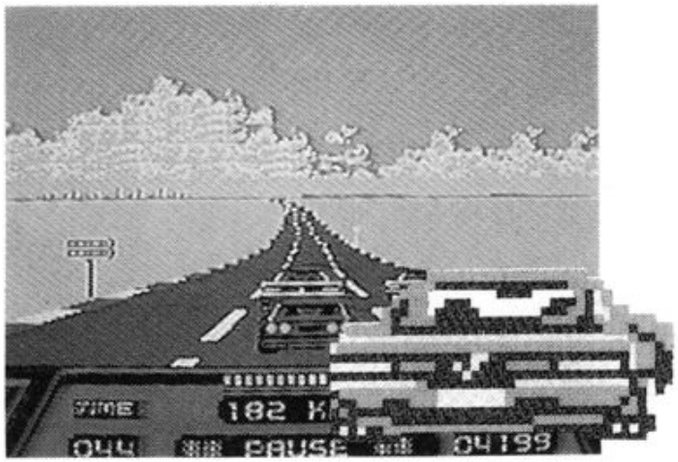
Stage 6

- This stretch runs through the Rocky Mountains.
- A Lotus enters the course.



Stage 7

- You drive carefully through quickly changing weather conditions.
- A Porsche enters the course.



Stage 8

- The race concludes with a special course at dawn along a coastal highway.
- A Testarossa enters the course.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

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90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 – 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

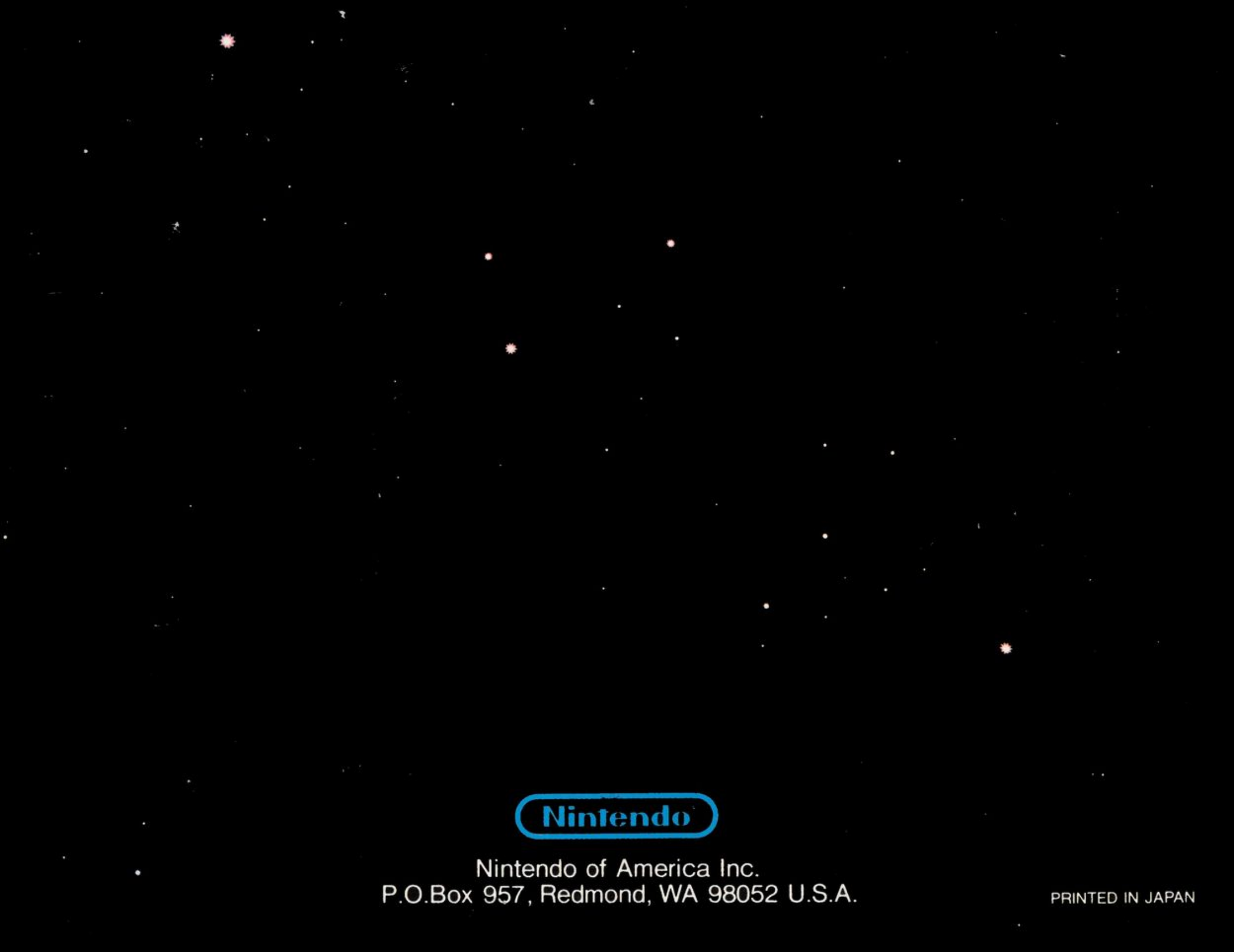
REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



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